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PIKES PEEK POKE ATARI COMPUTER ENTHUSIASTS

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P^3ACE is an independent organization of computer enthusiasts. We are not in any way a part of Atari, Inc. The Group's objective is to promote interest in and use of Atari Computers for the benefit of the USERS. P^3ACE maintains a library of public domain software, documentation, publications, and newsletters exchanged with other users groups. These are available for check-out by P^3ACE members.

P^3ACE membership dues are \$15.00 per year.

We invite anyone interested in the Group to visit our 8-bit meetings held at 7:00pm the first Tuesday of each month or our 16-bit meetings held at 7:00pm the fourth Thursday of each month. Both meetings are held at the Rustic Hills Consumer Center. It's located at the southeast corner of Academy and Palmer Park, in the mall.

PUBLICATION POLICY

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P^3ACE members may place four line ads (about 150 characters) of a noncommercial nature free of charge. Commercial advertisements will be accepted at a per issue rate of \$30.00 dollars per full page, \$15.00 for one half page, or \$10.00 for one quarter page. Business cards will be accepted at \$5.00 per issue. Send copy and check to P^3ACE P.O. Box 17779, Colorado Springs, CO 80935.

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XE-Librarian - Howard Adams -- 597-2837

Well...!

dave koster

It's still raining but the lightning has stopped, so now maybe I can get this article typed without worrying about sparks flying from the keyboard. I've turned everything off twice so far today. I had a modem get zapped a couple years ago and am probably too cautious. Blowing out two disk drives at the 8-bit meeting in April has also made me "power-crazed", electrically speaking.

Well, let's see...what has P3ACE done lately?

We've signed up a handful of new members, Chris will tell you about that. We had a table at the Ham Radio Show on May 20th to demo computers and spread the word, signed up two or three new people there. Thanks to Ed Fletcher, Matt Allard, KD Brooks, John Sandgren, and Bob

Bartlett for helping out. The Swap Meet on May 13th wasn't nearly as busy as the one before, but deals were made and bargains had nonetheless.

Yeah, and Greg La Buhn is the latest MIDI MAZE champion, easily handling four other players at Bob Vixie's house on June 4th.

The meetings have been pretty good lately, with excellent turnout at the Rice Music/P3ACE MIDI/ST demo in April. Folks from PROSOUND, another music store, were at the meeting and were enthused about doing the whole thing again and going for an even bigger crowd. Maybe in September?

Replies from other Colorado Springs' user groups to our "User Group Fair" initiative are

Well...

trickling in. Three out of thirteen so far, all very agreeable to the idea. We'll see what the future brings. If some go-getter among our membership would like to take charge of organizing this VERY beneficial project, please give me a call. Soon!

We've just ordered US Doubler chips for the group's 1050 disk drive and when those are in we'll get to work on revamping our 8-bit library.

Starting with hardware manuals for 800XL and 130XE computers, we will also be building up our technical library. We should set a goal to be self-sufficient in maintaining our computers and peripherals. Local commercial support for the 8-bit hardware isn't going to get better anytime soon, if we can do it ourselves we should!

Have a good summer, I won't see most of you until late August 'cuz I'll be in lovely Montgomery, Alabama for a school. Be good, don't forget not to attend the July 8-bit meeting (there won't be one due to the Independence Day festivities), and of course have fun!

8-BIT TIDBITS

By John Sandgren
599-5933

One of the premises the 8-bit SIG operates on is that the Atari 8-bit computers are computers, and not just game machines. So, it's only natural what our May meeting was devoted to . . . GAMES! Yours truly rifled through his library and gathered up a selection of some of the better games available in the public domain. I spent a better part of an hour or two demonstrating about 8 or 10 games ranging from monopoly and Othello to Lunar Lander and Spyplane. The SIG members enjoyed the break from "technical things" and also saw how many great programs are available for their libraries. All the games I demoed were available on the disk of the month.

During the May meeting we gave away both the disk of the month and a commercial software program in two separate drawings, and welcomed a new member or two. Believe it or not, the 8-bit SIG is growing. Despite that, I'm sure there are many SIG members out there who have not joined us at a meeting this year. We meet on the first Tuesday of each month, at the community meeting room of the Rustic Hills Mall (South). Every 8-bit Atari owner who's reading this column should take a minute or two to find their club card and verify that their membership has not expired.

If it hasn't, come out and join us at the next meeting. If it has, come out to the next meeting and renew your membership for another year, or

two, or three . . .

The June 6 meeting hosted a demo of a dynamite public domain skiing program, and a review and demo of the only 128 color printer driver for the Atari 8-bit machines. The disk of the month has some good programs. You can check out a copy from the library.

The July meeting unfortunately falls on the 4th. Rather than reschedule to another day, the club president and I decided to wish you all a happy 4th, and plan on a super-duper August meeting. In other words, Bye for now.

ST SIG

The Theme for July will be Telecommunications so bring your favorite telecommunications package and information on data bases and bulletin boards.

I have been the vice-president of the ST SIG for six months now and I am running out of ideas.

I need your help. If the ST SIG is to continue I need some support in coming up with ideas for programs. I have already decided that I will not run for re election in December. I am a avid supporter of the ST but I can not do it alone. If you want a program that will be meaningful and help keep the group growing please give us your ideas. Give me a call or drop me a note. Give me ideas on what you would like to see done at the meetings or better yet offer to prepare and lead a program. What ever interests you will undoubtedly interest others.

If I don't get some support I will lose interest and I have other interest that are vieing for my time on the fourth thursday of the month.
Jerry Sundee

TREASURER'S REPORT

Chris Smith

The club balance is \$478.91 currently. Our accounts have been consolidated at Ent Federal Credit Union, and we received interest income of \$3.77 after the close of the first quarter. This \$isn't going to get us a new computer, but it beats paying fees as we used to!

We've had 10 new members and renewals since last April. Renewals include Charles Baker, John Sandgren, and Bob Vixie. Let's welcome new members Morrie Brovold, Al Guevara, Tim Harrison, Don Hufschmid, Gordon Moose, Richard Reaser, and Lonnie Tanner.

Say HI to these new members at the next meeting, help them feel at Home.

STATEMENT OF AUDIT

On 29 May 89, I performed an audit of the P3ACE checking account maintained at Western National Bank. I hereby verify that the balance of \$121.56 recorded by the club secretary as of 15 Mar 89 is correct.

(Signed) John H. Sandgren, VP 8-Bit SIG

P3ACE SIG ON VECTOR SPACE BBS

As most of you know, P3ACE provides the SYSOP for the ATARI SIG on Vector Space BBS.

If you have not tried it do so. The phone number is (719) 678-1838. It is easy to sign on, just follow the prompts. The fastest route is directly to the ATARI SIG. Just press <RETURN> twice when you get the connect message. The BBS uses this to detect your baud rate and terminal configuration. Press once when the prompts give you the chance and wait for the ATARI SIG to load, it takes about 20 seconds. When you are asked for your name be sure to use your REAL name. If you are a member of P3ACE, you will get access to the magazine disks and other special files. Just leave a message to the SYSOP so he will not overlook that you have signed on.

"Even non-members" have access to a good selection of public domain and shareware programs, "but members save even more."

Besides the file and message bases available in the P3ACE SIG ON-LINE games and national message networks are available through the various DOORS. Just type <D> at the main menu and go through door #1 to the Main SIG. from there you can go through other doors to reach the game and other SIGs. Game players are encouraged to make a contribution to the BBS to help pay for the game programs. You can lose the privilege of playing if you don't. Also, Please try to sign off of the board in the normal way(DO NOT JUST HANG UP). This is especially important when you are in the game SIG as it can shut the BBS down or even damage the program.

Return to the BBS and press <G> at any of the main menus. Read and capture the bulletins as they cover this and other areas that you will need to know to get the most out of the BBS.

There are some very good programs on this BBS, download them and use them. Also if you have any public domain or shareware programs that you use and like that are not already on the board, Please upload them so we all can use them. If you know of any that you would like to see on the board, leave a message for ALL and someone may have it. Helping one-another is

a major part of the Joy of Home Computing.

If you have any problems or just questions, leave a message on the board or call me at 596-1130.

NEWSROOM BY SPRINGBOARD

I guess my wait to purchase Newsroom by Springboard Software was worth it, at least when you consider the retail price. It was initially advertised for \$39.95 and by waiting I got my copy for \$14.96. Not a bad price reduction, and it is factory sanctioned!

But price alone isn't the best means for judging the quality of software. As Ed Fletcher would be quick to point out, I might well have gotten \$14.96 worth, or possibly less. Let's see.

Newsroom is not as easy to learn as a lot of 8-bit softwares, nor is it as trouble-free, for example, as PrintShop. But in my opinion it is definitely worth the \$14.96 price tag -- I got my copy at Horizon Computers in Denver and received a 10% discount, which is even better.



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For this ad P3ACE members will receive 5% additional discount on all cash purchases.

But let's get on with the review. The biggest challenge is getting used to the specialized processing areas of the Newsroom -- the photo lab, banner desk, copy desk, layout area and press. All must be used, largely in correct sequence, to permit publication preparation. For example, to include a graphic in a banner -- that top part of the front page normally reserved for the paper's name -- you must call up the clip art, take a "photo", process the photo in the photo lab, then paste it into a frame, and finally position it in Layout before going to press. This is a little time consuming at first until you get used to the separate menus.

I also was slow to adjust to using the Select key rather than Return to step through the commands. This convention is only abandoned when saving or loading when Return is used, probably because the DOS software is imbedded in the program. (I guess that's why Option isn't depressed to remove Basic). On a couple of occasions when I couldn't seem to proceed I discovered depressing the Select button did the trick! Documentation is excellent and the clip art

included in the two disk set is great. Likewise, the editing features for modifying the clip art are far better than the editing capability of Print Shop, not that the two programs are otherwise very comperable.

My biggest complaint is with the text editor. First of all, corrections are very hard to make and are not at all like conventional word processors. Further, even using carriage returns at the end of each line, I still could not get my first edited copy to print correctly. An extra line feed affected the text editor and the adjacent clip art illustration.

Nothing seemed to clear up the linefeed, even retyping the text, though the lalter moved the linefeed to a new location.

The icon menus are logical and once you have worked with the program I know you will find you adapt to its conventions. The fonts, though limited (there are only five) -- large and small serif, sans-serif and a single Old English), are eye appealing.

You will fynd you must make notes on file designations used on your data disk or you will quickly lose track of the files you wish to include

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quickly lose track of the files you wish to include in your publication. Springboard has anticipated this and suggests a layout form in their documentation which can also be created with Newsroom.

All in all, an excellent program for the money! The shortfalls, with the exception of text editing -- it is a newsletter publishing program, isn't it? -- are easily overcome. And the package is worth having for the Banner and clip art editing features alone. Further, there are three clip art disks available by mail order from SpringBoard including all occasion, business, sports and recreation. A direct mail order will get all three for about \$45 including shipping.

I bought two more copies for other family 8-bitters on the strength of the feedback on a wedding newsletter we prepared for family visitors from out of state. They liked the format and information presented, and the quality of graphics won strong feedback. Both elder sons now have their own Newsroom packages and are very eager to use it more!

Computer Express

Megafile 30 Hard Drives	\$599
SF314 Double Sided Drive	199
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EZ Ram II 2.5MB upgrade	119
with 1 MB chips	429
with 256K chips	229
Spectre 128	139
Spectre GCR	249

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473-1618

If you buy it, be sure to send a letter to Springboard (with a copy to Antic who started the campaign to get them to port the program over in the first place) to encourage their marketing other titles for the 8-bit Atari line. We sure need the support!

ATARI LOYALTY. WHERE DOES IT END?

What a shock! Today I picked up a portable computing magazine at the bookstore to look for a Traveling Software advertisement -- I need some RAM chips and they are the only outfit I know of that sells the right ones. When I opened the document to the table of contents I was shocked to see articles by Ian Chadwick, Gregg Pearlman, Arthur Leyenberger and Lee Pappas.

To the more enduring Atari enthusiasts, these names are pure Atari -- folks who started with the Atari and whose names were among the best known among Atari Users. Ian Chadwick wrote the classic Mapping the Atari published by Compute! Books. Gregg Pearlman wrote numerous magazine articles including some top quality efforts in Antic with type-in software. Arthur Leyenberger still writes a column in Analog Computing, and is one of the reasons I use both Atari 8-bits and Tandy 100 portables together. Lee Pappas is...get this...the publisher and of Analog, having seen it through financial troubles that forced it into the hands of the devil...er, I mean...Larry Flint Publishing, publishers of your favorite family publication, Penthouse Magazine.

But why was I shocked? Portable Computing is an... (should I say it? -- close your eyes and ears Ed Fletcher)...IBM compatible MS/DOS portable computer magazine. I guess I just didn't expect such loyalists to leave the fold!

Perhaps that isn't a reasonable assumption on my part; not a fair stand to take. Don't I use a Tandy Portable 100 as I mentioned above? Don't I use an IBM PC or compatible at work on our local area network (LAN)? It's true. I admit it. But would I write an article in a PC magazine?

Regretably, yes, provided they paid me enough...OK, a little! In fact, just a few bucks more than I'm paid to write for the P3ACE Newsletter would probably be enough. And I considered myself a true Atari-a-file? Whatever happened to loyalty?

Actually, I do believe there is room for other computers in one's life. But I also believe that those who started with Atari still find time for and

ATARI LOYALTY

retain an interest in their 8-bit machines. With few exceptions (Will Bates not withstanding), most 8-bit folk still find uses for their machines.

A friend, preparing even as I write this evening, leaves for an extended six week school, 8-bit machine in hand. Sure, he wanted to take the big Zenith PC, but it just isn't as portable as the 800XL. Nor can he hook it up to a motel room television like he can the XL. So, for the next six weeks he'll renew his original love affair with his ...Atari 8-bit. I venture he'll return with a new found appreciation for that simple little machine that is an Atari 800 series computer. Small wonder!

THE SCANTY SCANNER

This is not the review that I expected to write a week ago. I have a reputation for being critical of many computer products, but this time I expected to write a glowing review of a reasonable priced flat bed scanner that I have working on for over a year. In fact I expected to have pictures of the authors of the articles in this NewsLetter produced on that scanner. As luck would have it I have a good story but a questionable review. Here is the story.

Once-upon-a-time, (as all good stories must start) a little over a year ago, a young fellow demoed a scanner based on the Silver Reed thermal copier. It had a few bugs but the demo at our ST SIG meeting was impressive and when Paul and I played with it at home I just had to have one. Silver Reed had discontinued the sale of their copier in the US but it was still made and sold in Europe and England. The company that designed and produced the modification was IRATA of West Germany with whom Paul had some working arrangements which allowed him to try to sell their products in the US. He could get the modification if I could get the copier. It so happened that DAK of Canoga Park, CA was unloading the copiers at a reasonable price. I think I bought the last one. Paul got me an adaptor board and I was on my way.

At best the modification was not easy. What instructions we had were in German.- I expected my wife to help me with that but many of the words were not even in her dictionary, let alone her vocabulary. This plus the fact that I counted connector pins from the wrong end allowed me to zap a chip on the adaptor board. I got a replacement board at half price but of course there was a two month wait.

I (we) wired this one very, very carefully, in fact, we took pictures of Paul's demo installation to be sure every thing was just right. When I hooked it to the computer --- nothing happened.

I mean NO THING!! Six months had gone by but I was not about to give up. In the mean time Paul moved to Florida and his demo gave up in an unrelated failure. So he sent his complete machine and my boards to Germany with instructions to repair and test carefully before returning them. I got my boards back about four months later. Paul got his machine a month later.

The adaptor board was completely changed, a less complicated layout with fewer chips and new connections to the copier circuit board. I installed it >with care and was elated when it worked as I had expected it to in the first place.

Of course it is a black and white copier and scanner. I had to find half-tone screens to scan photos and it was trial and error to get a reasonable scan of colored pictures, but it did work and I was anxious to show my new toy off by creating IMG pictures for the newsletter.

That was last week. Starting about Friday the contrast started to decrease and black lines started to appear when I increased the darkness to regain the contrast. Today I can make very good printouts of IMG files that I have in my files but I can not get good clean scans of new pictures. I will not give up. I have seen what it can do, but I can not produce satisfactory pictures for this issue of the NewsLetter. Maybe next issue.

Hopeful Eddy?????

Oh Well, I now have time for a cup of coffee. Will you join me?



CHOICE AND AVAILABILITY, WHERE AND WHEN?

My son Ted and I recently journeyed to Denver and made an obligatory stop/at ...you guessed it: a computer store. While on the scene at Horizon

Computers I collected the latest available word on the new effort by Atari to charge...or is that stumble?... back into the game industry. At Horizon, Rick and John showed us the 1988 Atari Annual Report which asserts that some "thirty-five new game titles were released during 1988."

Also, according to the Report, "The most innovative Atari video game system ever is scheduled for release in 1990." I for one would be thrilled to see Atari do a decent marketing job with the XEGS. Perhaps that is beginning to happen. At least there are quite a few "new" titles on the shelf.

Among the XEGS titles available at Horizon on the day I visited were the following old standards: Pengo, Robotron:2084, Pac-Man, Tennis, Super Breakout, Space Invaders, Eastern Front(1941), Pole Position, Football, Star Raiders, Caverns of Mars, Final Legacy, Defender, Jungle Hunt, Missile Command, Qix, Millipede, Joust, Donkey Kong Junior, Dig Dug and Asteroids (that's 20).

Among the "newer" titles (clearly you will recognize several originally introduced in disk version) neatly packaged in the new XEGS blue boxes with the yellow and red "XE" emblazoned on the front are Midnight Magic, Dark Chambers, Donkey Kong, Hard Ball, Mario Bros, Lode Runner, AirBall, Crossbow, Blue Max, Crystal Castles, Thunder Fox, Necromancer, Barnyard Blaster, Ballblazer, Desert Falcon, Choplifter, Star Raiders II, Crime Buster, BattleZone, One-on-One, Gato, Rescue on Fractalus, Fight Night and Eagles Nest (that's 63 and probably includes a couple or more titles from 1987).

But the good news is that Horizon had all these in stock, at least on the day we were there!

COSTS AND ALTERNATIVES!

Horizon's discounted prices (P3ACE Members qualify for an added 5 percent price reduction on cash purchases -- just show your card) run \$19.95 for the older titles and \$24.95 for the newer. Several mail order houses are discounting old titles much more severely, so check Antic, Analog and Atari Explorer adds for bargains, but do so quickly! Local dealers are also competitive so look around before you buy.

WELL WE DID IT!

Yes we did it, and we did it with Michtron's Fleet Street .Publisher 2.0. Here is the process that we used.

The P3ACE NewsLetter is basically two columns per page with text flow from one page to the next. I had intended to use scanned pictures of each author, but as explained elsewhere my scanner let me down so I just used a couple clip art files from other sources to get the feel of how Fleet Street handled pictures.

First we created a sheet with 2 column guide lines, text blocks and a page number footer. The column guide lines are almost automatic as explained in section 4 of the documentation. The footer is also easy if you read between the lines on page 160. We did not use a key micro, instead created a small text block with the footer text and an x for the page number. This allowed us to save the blank form and load it for each page. We did not follow the documentation instructions to create the two column text blocks as I found it difficult to fit the guide lines while in the full page viewing mode. I learned by trial and error that it was much easier to work in the full size viewing mode fitting the text blocks at the top of the column and dragging them up or down as needed to fit the layout of each page.

The ads were received camera ready from our supporters so all that was required was space to fit the ad. Text blocks can be sized and moved even with text in place. It takes a little time but it works well from top bottom or either side. The proportions of the block can be changed by half clicking(that means to press the left mouse and hold) on any corner and dragging to the desired point then completing the click(this means letting up on the left mouse).

The problem of text flow from one page to another was made simple when I learned that the overflow buffer can be transferred to the clipboard and then saved to disk as a .TXT file.

You can then reload it when the proper page is on the screen. This not as good as being able to define linked blocks from one page to another but it does make the program useable.

Text and pictures are placed within block outlines. The text will stay within it's block and the over flow, if any, will be placed in a buffer.

The pictures; however, change the size and shape of their block to fit the picture. You must then crop and resize the picture to meet you needs. For this reason it is best to put the pictures on the page first. Cropping and sizing is all GEM click and drag functions as in EZ-Draw.

All in all, I am not sorry that I bought Fleet Street 2. I will write more as we get experience with the program.

P3ACE
P.O. Box 17779
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80935 - 17779

Please Note Our Change of Address !!!

EXP 05/31/90

RICHARD REASER

COLORADO SPRINGS, CO



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Check at least one of the following actions:

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Occasionally we are asked to supply information about our members to Atari dealers or other non-members. If you prefer that we do not do so, check any of the following restrictions that you would like to apply to the information which you have given to P3ACE:

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